## AMENDMENTS TO THE SPECIFICATION

Please amend the following paragraphs as described below.

*Please replace the paragraph on page 9 starting on line 12 with the following paragraph:*

-- In certain contexts, the syntax of a programming language will cause there to be a natural end of a statement in an input stream of source code. For example, Figure 2 illustrates a partial syntax for a programming language.

Rule one 200 states that a program, P, is composed of the following:

a statement, S;

white space, W, followed by a statement, S;

a statement, S, followed by white space, W;

a statement, S, followed by a program, P;

or white space, W, followed by a statement, S, followed by a program, P.

Rule two 205 states that a statement, S, is the following:

an assignment, A;

an assignment, A, followed by the statement terminator ";";

an assignment, A, followed by a white space, W, followed by the statement terminator ";";

a declaration, D;

a declaration, D, followed by the statement terminator ";";

or a declaration, D, followed by white space, W, followed by the statement terminator ";". --

*Please replace the paragraph on page 9 starting on line 24 with the following paragraph:*

-- Rule three 210 states that an assignment, A, is the following:

a variable, V, followed by an "=" followed by an expression, E;

a variable, V, followed by white space, W, followed by an "=" followed by an expression, E;

a variable, V, followed by an "=" followed by white space, W, followed by an expression, E;

or a variable, V, followed by white space, W, followed by an "=" followed by white space, W, followed by an expression, E. --

*Please replace the paragraph on page 10 starting on line 5 with the following paragraph:*

-- Rule four 215 states that an expression, E, is the following:

a number, N;

a variable, V;

a number, N, followed by an operator, O, followed by a number, N;

a number, N, followed by white space, W, followed by an operator, O, followed by a number, N;

a number, N, followed by an operator, O, followed by white space, W, followed by a number, N;

a number, N, followed by white space, W, followed by an operator, O, followed by white space, W, followed by a number, N;

a variable, V, followed by an operator, O, followed by a number, N;

a variable, V, followed by white space, W, followed by an operator, O, followed by a number, N;

a variable, V, followed by an operator, O, followed by white space, W, followed by a number, N;

a variable V, followed by white space, W, followed by an operator, O, followed by white space, W, followed by a number, N;

a number, N, followed by an operator, O, followed by a variable, V; a number, N, followed by white space, W, followed by an operator, O, followed by a variable, V;

a number, N, followed by an operator, O, followed by white space, W, followed by a variable, V;

a number, N, followed by white space, W, followed by an operator, O, followed by white space, W, followed by a variable, V;

a variable, V, followed by an operator, O, followed by a variable, V;

a variable, V, followed by white space, W, followed by an operator, O, followed by a variable, V; a variable, V, followed by an operator, O, followed by white space, W, followed by a variable, V;

or a variable, V, followed by white space, W, followed by an operator, O, followed by white space, W, followed by a variable, V[[;]]. --

*Please replace the paragraph on page 11 starting on line 1 with the following paragraph:*

-- Rule five 220 states that an operator, O, is a "+", "-", "*", or "/".

Rule six 225 states that a declaration, D, is a type, T, followed by white space, W, followed by a variable, V[[;]].

Rule seven 230 states that a type, T, is an integer, "i", or a character, "c".

Rule eight 235 states that a number, N, is a digit, DI, or a "-" followed by a digit, DI.

Rule nine 240 states that a digit, DI, is the following:

"0";

"0" followed by a digit, DI;

"1";

"1" followed by a digit, DI;

"2";

"2" followed by a digit, DI;

"3";

"3" followed by a digit, DI;

"4";

"4" followed by a digit, DI;

"5";

"5" followed by a digit, DI;

"6";

"6" followed by a digit, DI;

"7";

"7" followed by a digit, DI;

"8";

"8" followed by a digit, DI;

"9";

or "9" followed by a digit, DI[[;]]. --

*Please replace the paragraph on page 11 starting on line 11 with the following paragraph:*

-- Rule ten 245 states that a variable, V, is a non-reserved letter, NRL, or a letter, L, followed by a variable end string, VES.

Rule eleven 250 states that a non-reserved letter, NRL, is any letter other than "i" or "c".

Rule twelve 225 states that a letter, L, is any letter.

Rule thirteen 260 states that a variable end string, VES, is the following:

a number, N;

a number, N, followed by a variable end string, VES;

a letter, L;

or a letter, L, followed by a variable end string, VES.

Rule fourteen 265 states that white space, W, is the following:

a " ";

a " " followed by white space, W;

a carriage return;

or a carriage return followed by a white space, W. --

*Please replace the paragraph on page 18 starting on line 10 with the following paragraph:*

-- An embodiment of the inventor can be implemented as computer software in the form of a computer readable program code executed in a general purpose computing environment such as environment 600 illustrated in Figure 6, or in the form of bytecode class files executable within a Java™ run time environment running in such an environment, or in the form of bytecodes running on a processor (or devices enabled to process bytecodes) existing in a distributed environment (e.g., one or more processors on a network), or in the form of bytecodes running on a Personal Digital Assistant (PDA). A keyboard 610 and mouse 611 are coupled to a system bus 618. The keyboard and mouse are for introducing user input to the computer system and communicating that user input

to central processing unit (CPU) 613. Other suitable input devices, a touch-sensitive display for example, may be used in addition to, or in place of, the mouse 611 and keyboard 610. I/O (input/output) unit 619 coupled to a bi-directional system bus 618 represents such I/O elements as a printer, A/V (audio/video) I/O, etc. --

*Please replace the paragraph on page 19 starting on line 11 with the following paragraph:*

-- Network link 621 typically provides data communication through one or more networks to other data devices. For example, network link 621 may provide a connection through local network 622 to local server computer 623 or to data equipment operated by ISP 624. ISP 624 in turn provides data communication services through the world wide packet data communication network now commonly referred to as the "Internet" 625. ~~Local network 622 and Internet 625 both use electrical, electromagnetic or optical signs which carry digital data streams. The signals through the various networks and signals on network link 621 and through communication interface 620, which carry the digital data to and from computer 600, are exemplary forms of carrier waves transporting the information~~. --

*Please replace the paragraph on page 20 starting on line 8 with the following paragraph:*

-- Computer 601 includes a video memory 614, main memory 615, and mass storage 612, all coupled to bi-directional system bus 618 along with keyboard 610, mouse 611, and processor 613. As with processor 613, in various computing environments, main memory 615 and mass storage 612, can reside wholly on server 626 or computer 601, or they may be distributed between the two. Examples of systems where processor 613, main memory 615, and mass storage 612 are distributed between computer 601 and server 626 include the thin-client computing architecture developed by Sun Microsystems, Inc., the [[p]]Palm [[p]]Pilot computing device and other personal digital assistants, Internet ready cellular phones and other Internet computing devices, and in platform independent computing environments, such as those which utilize the Java™ technologies also developed by Sun Microsystems, Inc. --

*Please replace the paragraph on page 22 starting on line 7 with the following paragraph:*

-- Application code may be embodied in any form of computer program product. A computer program product comprises a medium configured to store or transport computer readable code, or in which computer readable code may be embedded. Some examples of computer program products are CD-ROM disks, ROM cards, floppy disks, magnetic tapes, computer hard drives, and servers on a network~~, and carrier waves~~. --